CUBIT Capability Proposal

Technical Area	**Technical Lead**
Geometry, Meshing, Infrastructure, GUI, Graphics, etc.	Cubit Developer in charge of technical area
GUI	Randy Morris

MRD Description
Describe the capability in terms of how a user would see it.

The user would be able to assign certain functions to keyboard shortcuts. To set a shortcut, the user would open a dialog that would display the current key mappings. The dialog would allow them to add, modify, and delete key mappings.

SRS Description
What needs to be done by Cubit developers to implement this capability? Break the tasks into steps if applicable. (Steps should be on the order of 2 man-weeks or more)

1. Study the GUI to find which shortcut keys would be available. Enable widgets to override certain user set mappings if they conflict with default behavior.
2. Implement a keyboard-mapping dialog.

Justification
Describe why this is important and what impact it will have if it is implemented (or not implemented).

A user requested the ability to map keyboard shortcuts. See bug #4946. This functionality could also be used to satisfy some other user requests. One user wanted global PageUp/PageDown keys to control the command window. See bug #4849. This could also be used to handle the keyboard shortcuts in the graphics window. See bug #5202.

Resources	**Time estimate**	**Targeted Release**
Who will work on this	How much time will it take in man-weeks	10.2 (August 06), 10.3 (March 2007), 10.4 (August 2007), Future (beyond FY07)
Mark Richardson	2	10.2

Submitted By:	**Date:**
Mark Richardson	3/21/2006